CV Project

# Title Page

* KYC – Know your cards.
* Sottotitolo: a game card grader and classifier
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# Abstract

The program is designed to analyse a photo of a Pokémon card and provide information about its condition value and characteristics. By processing the input image, the program aims to determine the card's overall condition and classify it into one of several categories: mint, near mint, excellent, good, light played, played, or poor.

The condition value is crucial for collectors and enthusiasts as it indicates the card's state and influences its market price. A mint card is considered flawless and in perfect condition, while a near mint card may have minor imperfections, such as slight wear on the edges or corners. An excellent card may exhibit more noticeable signs of use, such as surface scratches or slight creases. Good cards show more signs of wear, including noticeable creases and surface damage.

In addition to the condition value, the program also provides information about the card's characteristics, including details like the Pokémon's name, type, abilities, attacks, and any special features or edition indicators. By extracting and analysing the textual information present on the card, the program can provide a comprehensive summary of its attributes.

This application could be valuable for Pokémon card collectors, traders, and enthusiasts who want to accurately assess the condition and characteristics of their cards. It eliminates the need for manual inspection and grading, saving time and effort. With this program, users can confidently evaluate the value and authenticity of their Pokémon cards, aiding in buying, selling, and trading decisions.

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# Introduction

* Background information about the topic:

Possiamo scrivere che l’idea è nata da un interesse per i giochi di carte (che è vero)

Pokémon cards are collectible trading cards featuring various Pokémon characters from the popular Pokémon franchise. These cards have gained immense popularity among collectors, enthusiasts, and players worldwide. Determining the condition value and characteristics of Pokémon cards is crucial for assessing their worth and authenticity in the market.

* Research question or hypothesis:

The primary research question of this project is: Can a program accurately analyze a photo of a Pokémon card and determine its condition value and characteristics?

* Objectives and significance of the project:

The objective of this project is to develop a program that can effectively process images of Pokémon cards and provide precise information about their condition and characteristics. By automating this process, the program aims to save time and effort for collectors, traders, and enthusiasts. It can help them make informed decisions regarding buying, selling, and trading Pokémon cards based on their condition and attributes.

The significance of this project lies in its potential to revolutionize the Pokémon card market. By providing an automated and reliable method for evaluating card condition, the program can enhance transparency and trust in the industry. It can also assist collectors in accurately valuing their cards, preventing potential fraud or misrepresentation.

* Any relevant literature review:

Prior research in computer vision and image processing has focused on similar tasks, such as object recognition and text extraction. Techniques like deep learning, convolutional neural networks, and optical character recognition have been successfully applied in various domains to extract information from images. These approaches can serve as a foundation for developing an effective program to analyze Pokémon card images.

Furthermore, studies exploring the Pokémon card market, card grading systems, and the impact of condition on card value can provide insights into the significance of accurate condition assessment. Understanding existing methodologies and grading standards will aid in developing a robust and reliable program for determining Pokémon card condition and characteristics.

# Materials and Methods

# Results

# Discussion

# Conclusions

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